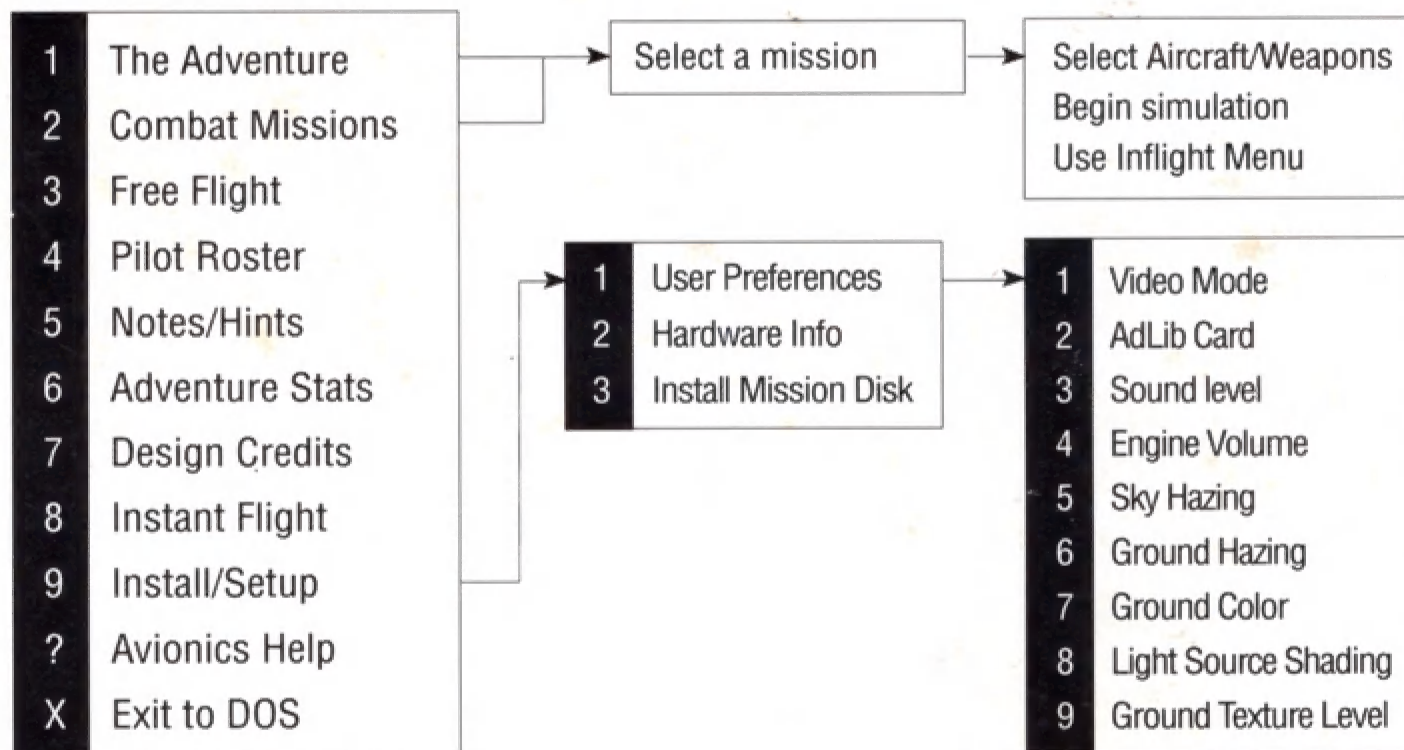


Using the Main Menu

To invoke an action with the Main Menu, simply use the mouse pointer to click on the button for the action you wish to perform, or press the corresponding number key.

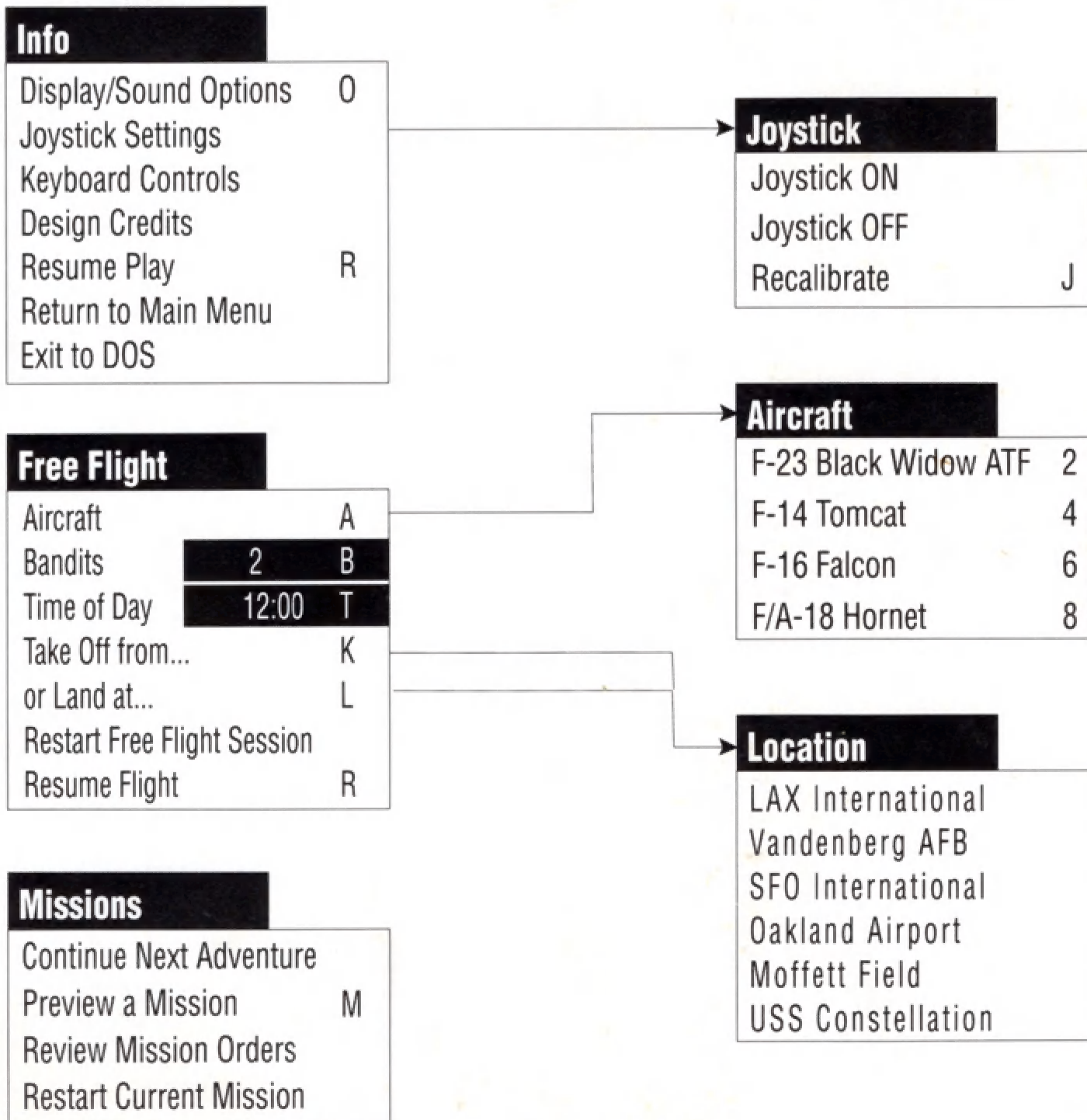


Using the InFlight Menu

Press the <ESC> key at any time during flight, and you will see a "menu bar" pop up across the top of the screen. These are known as the Inflight QuickMenus, with which you can effect various changes without abandoning your current flight scenario. Press the <Enter> key to activate the menu, which will "pop up" a menu list.

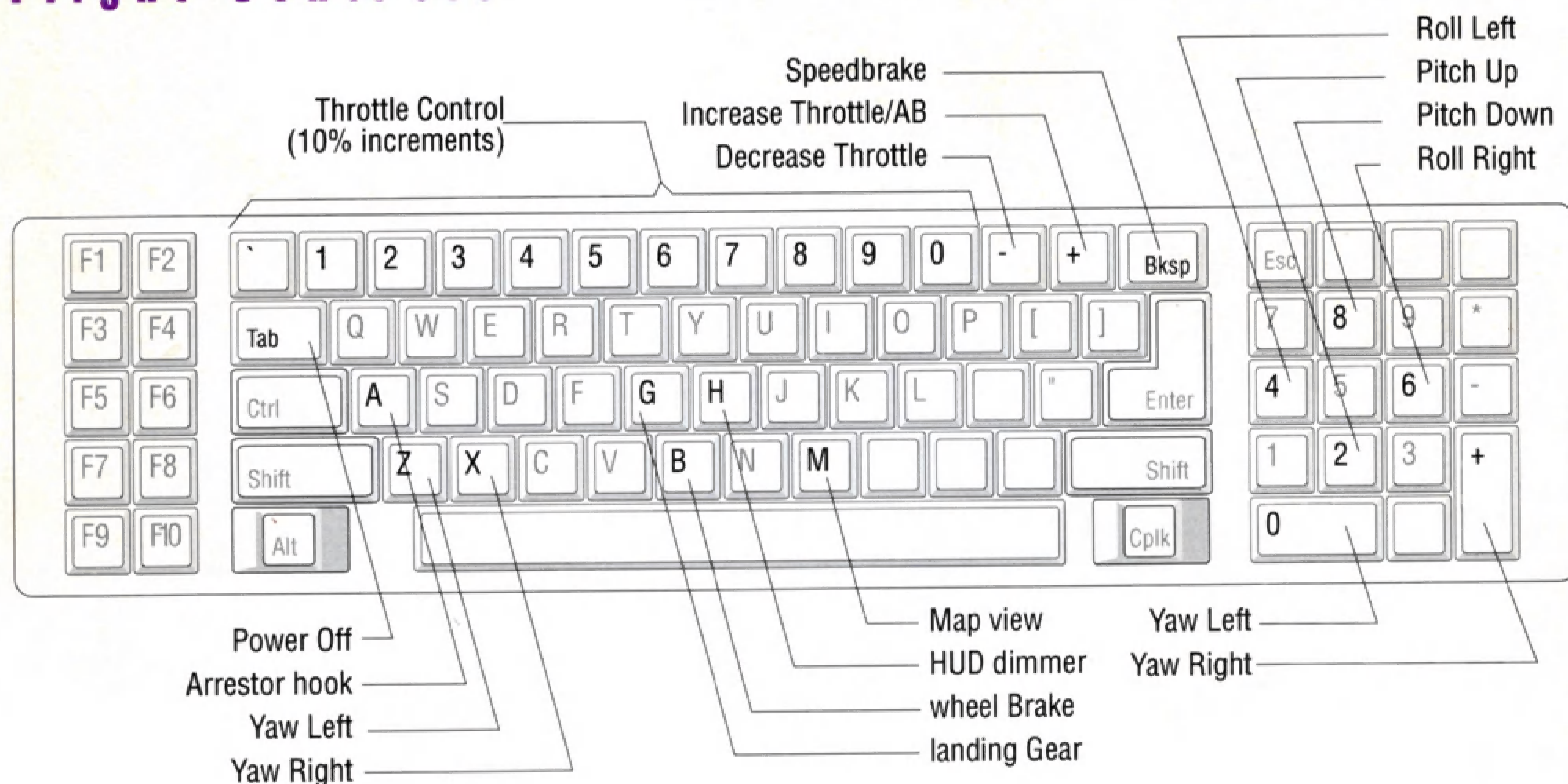
The up/down cursor keys can be used to select an item. The left/right cursor keys can be used to access the next menu list. To invoke a menu item, press <Enter>. You can abandon the selection and resume what you were doing by pressing the <ESC> key or the <5> key on the Numeric Keypad.

Menu accelerators can be used. Simply press <ESC> and then the key noted to the right of the menu item desired.

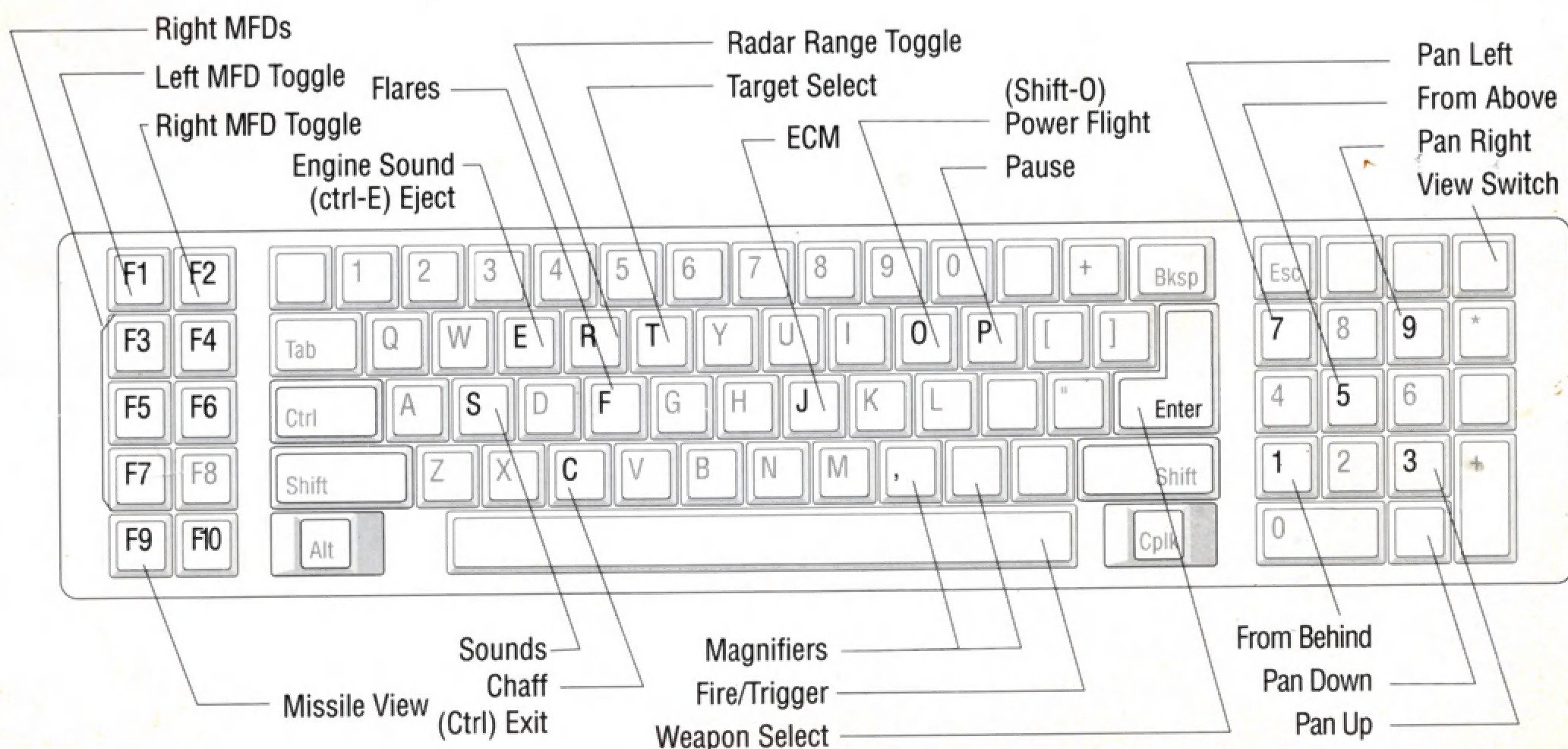


Keyboard Controls

Flight Controls

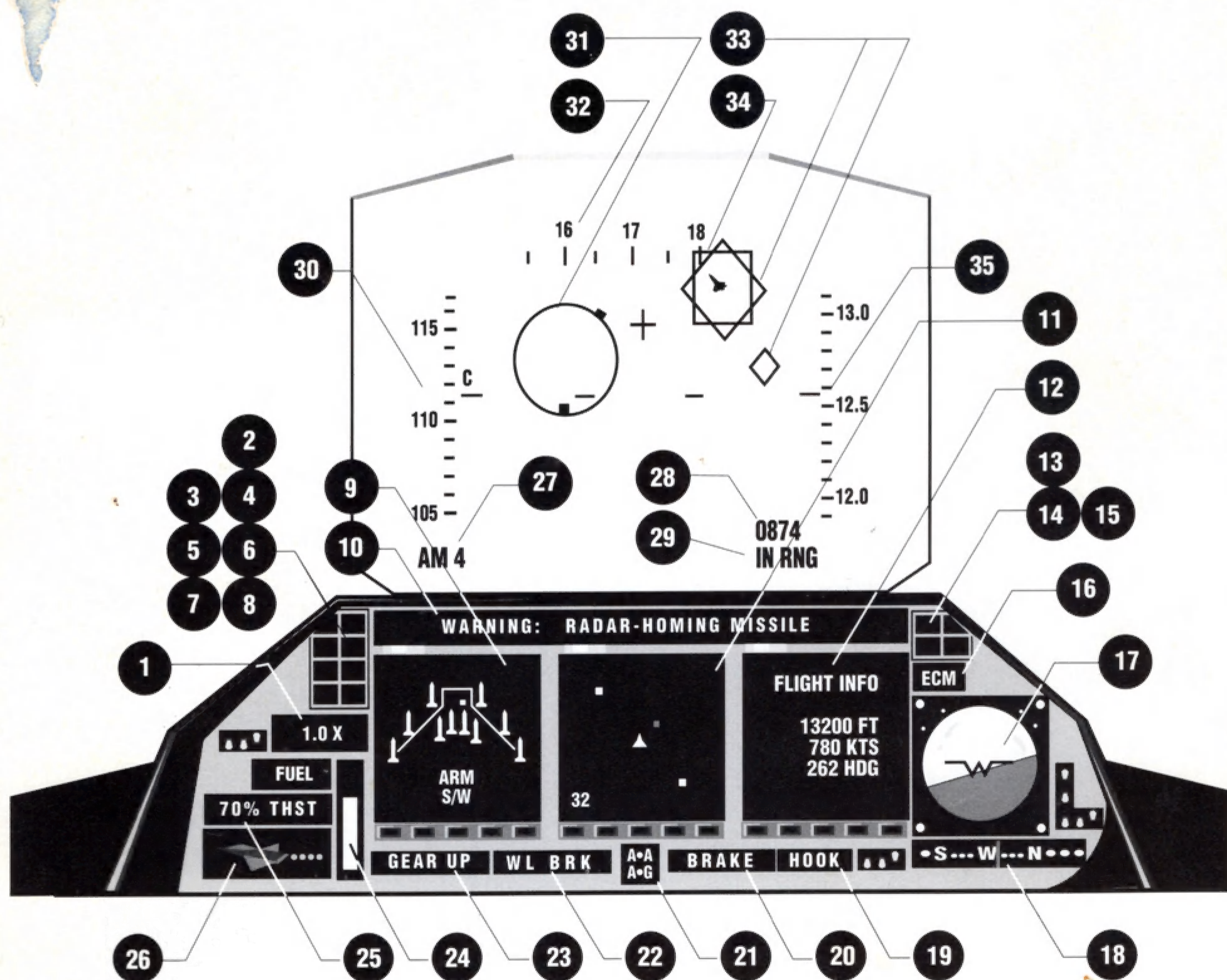


Weapons, Basic Views & Utilities



ADVANCED VIEWS – To jump to a preset external view, use the shift or alt key, and then press a number key. To set a view, use the key combination ctrl-shift-number key, and the system will freeze that view for later use. Shift-External View is a Control Tower View.

Instrument Panel



F-23 Instrument Panel

- 1 Zoom factor
- 2 SAM launch warning
- 3 Infrared missile warning
- 4 Radar-homing missile warning
- 5 Friendly aircraft detected
- 6 Enemy aircraft detected
- 7 Engine fire warning
- 8 Hydraulic failure warning
- 9 Master Monitor Display
- 10 Comm message panel
- 11 Horizontal Situation Display
- 12 Multi-Function Display
- 13 Stall warning
- 14 Low fuel warning
- 15 Radar observability warning

16. Electronic Counter Measures
- 17 Attitude indicator
18. Standby magnetic compass
19. Arrestor hook
20. Speed brake
- 21 Master armament panel
22. Wheel brake
23. Landing gear
24. Fuel level
25. Thrust level
26. Vectored thrust indicator

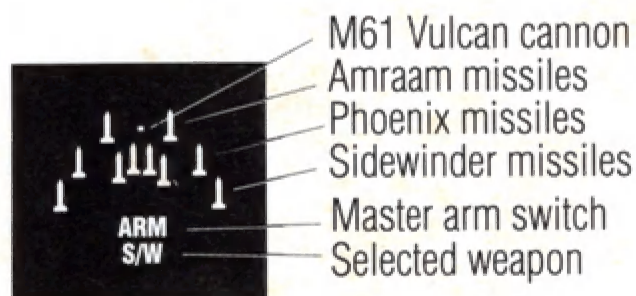
HUD

- 27 Weapon indicator
28. Target closing speed
29. IN RANGE alert
30. Airspeed
- 31 Pipper
(note range marker & aspect angle)
32. Heading indicator
33. Missile seeker
(both while seeking and locked-on)
34. Target designator
35. Altitude

Multi Function Displays

MMD

Master Monitor Display



Stores Management Panel



Instrument/Carrier Landing System

MFD

Multi Function Display

F3

FLT INFO

3200 FT
420 KTS
265 HDG

Altitude in feet
Speed in Knots
Directional heading

F4

TIME/POS

08:46:13
34.0 N
118.3 W

Current Time
Current Latitude
Current Longitude

F5

MIG-29

14075 FT
443 KTS
112 HDG

Type of craft targeted
Target's altitude in feet
Target's speed in knots
Target's directional heading

F6

CM STORES

16 FLARE
16 CHAFF

Counter Measures Stores
Number of IR Flares
Number of Radar Chaff Paks

F7

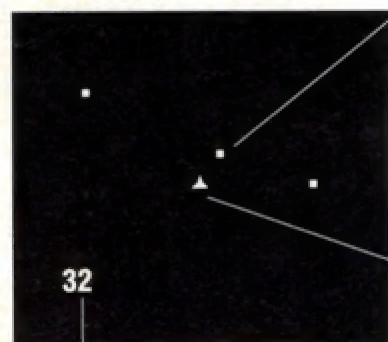
GND TRGS

1. > 318/45
2. 320/54
3. 323/76

Active Ground Target Display
Target site direction/range
(in miles)

HSD

Horizontal Situation Display



These are the target planes.

| Color code | Altitude |
|------------------|--------------------|
| Red = Enemy | Small dot = lower |
| Green = Friendly | Large dot = higher |
| Violet = Carrier | |
| Gray = Unknown | |

Use 'T' to toggle between them.

This represents your plane

This shows the radar range setting, which you can change by pressing 'R' Set to 4, 15, and 32 miles in range.



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